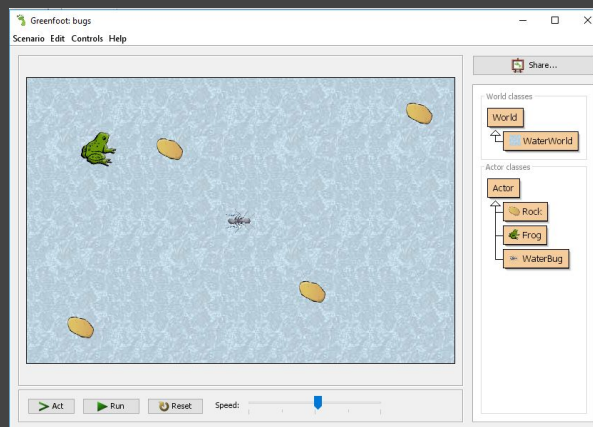


## Making Games with Greenfoot May Half term holiday Coding Workshops

Learn to make simple platform type games with Greenfoot



at our workshops (8 hours in total)

**This is for you if you are aged 13-19 and:**

- Are a beginner and want to learn some coding skills while making some fun games.
- Already know some coding and would like to learn something new.

**Dates:** Tuesday 29th, Wednesday 30th, Thursday 31st May and Friday 1st June 2018

**Times:** 10am to 12noon

**Venue:** Nucleus Arts Centre, 272 High Street, CHATHAM ME4 4BP

**Cost:** £12.50 per person per 2 hour workshop (£40 to attend all 4 workshops if paid in advance).

**Group size:** Maximum 10 places per workshop.

Registered address: Dragon Coworking, 7-8 New Road Avenue,, CHATHAM ME4 6BB

Company number: 10593417

Website: <http://futurecoders.org.uk/>

**Contact:** [karen@futurecoders.org.uk](mailto:karen@futurecoders.org.uk)

**Phone:** 07791769048

**BOOKING ESSENTIAL via our website: <http://futurecoders.org.uk>**

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Hour	Content
1	<b>Actors and Worlds. Populating the game world and adding motion to an actor.</b> <b>Project:</b> Make a simple game world that has objects (rocks) moving around randomly.
2	<b>Adding motion and some key-controlled direction to an actor</b> <b>Project:</b> Make a simple game with one actor (a crab), direction controlled by arrow keys, moving around the world and some rocks moving around randomly.
3	<b>Controlling an actor's movement and direction with arrow keys.</b> <b>Project:</b> Guide a crab through a maze using the arrow keys.
4	<b>Collisions and removals</b> <b>Project:</b> Guide a crab through a maze using the arrow keys. The crab will scream if it hits a maze wall.
5	<b>Detecting the state of the world, ending the game</b> <b>Project:</b> Make a simple game where a crab travels through a maze (with arrow key control), screams if it hits a maze wall and avoids flying rocks, to get to the end of the maze. The game ends if the crab is hit by a rock.
6	<b>Using timers</b> <b>Project:</b> Make a game where a crab travels through a maze (with arrow key control), screams if it hits a maze wall and avoids flying rocks, to get to the end of the maze. The game ends if the crab is hit by a rock OR a timer runs out of time.
7	<b>Scoring</b> <b>Project:</b> Make a game where a crab travels through a maze (with arrow key control), screams if it hits a maze wall and avoids flying rocks, to get to the end of the maze. Each time the crab is hit by a rock, one point is subtracted from its health (which started at 10). Each 5 seconds one point is subtracted from the crab 's health. The game ends if the crab runs out of health.
8	<b>Final Project completion and presentation</b>
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